

06 FORT ABANDON NPCs

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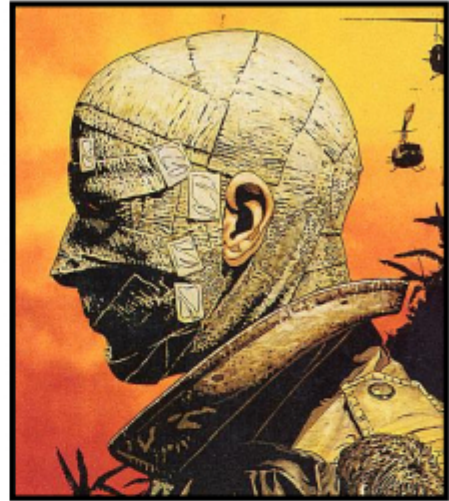


06 - FORT ABANDON NPCs

THE HANGED MAN (EPIC COMBAT 12)

ST 8 GREAT
PE 7 VERY GOOD
EN 10 HEROIC
CH 3 POOR
IN 6 GOOD
AG 8 GREAT
LK 3 POOR

Hit Points: 139 Hit Points
(43 + 8*12) [32 Starting]
AC: 8%
AP: 9
Melee Damage: 3+2
Damage Resistance: 10%
Sequence: 14
Critical Chance: 3%



Note: The Hanged Man starts out badly wounded when the players first meet him - he's down to about a quarter of his normal health.

Theme Music: *When You're a Stranger* - Doors.

Karma: The Hanged Man has a negative Karma value. He has left a lifetime of battered and broken lives behind him as he has stomped his way through life.

Equipment: The Hanged Man has no equipment when the players first meet him.

Traits: Devil's Due (The Hanged Man has a cinematic trait - he can rise from the dead after being "killed," at the *permanent* cost of one point of Charisma and one point of Luck - when the players first meet him, he can "die" three more times before finally biting the bullet), **Luck of the Devil** (As long as the Hanged Man maintains a negative Karma, he gets a +3% to his Critical Chance).

Weapon Preferences: The Hanged Man prefers to have a handgun and a knife on him at all times. He doesn't like SMGs and shotguns very much - he likes to have concealable weapons. Brass Knuckles or Spiked Knuckles are also weapons he likes - they complement his punching abilities nicely.

Zero-Level Perk: Dead Man Walking (The Hanged Man can ignore the effects of most critical hits, but it costs him fatigue points to do so).

Perks (4): Toughness: 1 (10% to all Physical Damage Resistances), **Bonus HTH Damage: 1** (1, +2 Melee Damage with any HTH attack), **Cinematic Perk: Trenchcoat Brigade: 2** (2 - has 4DT and 40% Damage Resistance while wearing a trenchcoat or leather duster)

Cinematic Perk: Bad Apple/Defiler/Destroyer of all that is Good (bonuses to damage against any Good Karma target?)

Bonus Perks: Trade Tribal Speak: The Hanged Man can speak a number of tribal trade dialects.

Weapons Skills
120% Small Guns
93% Rifles
53% Big Guns
101% Melee
101% Unarmed
93% Throwing

Science Skills
53% First Aid or Medical

Sneak Skills
43% Sneak

Diplomacy Skills
53% Barter

Miscellaneous Skills
67% Outdoorsman

ATTACK	EFFECT	AP	LEVEL	REQUIREMENTS
Strong Kick	+5 Damage	4	-	Unarmed 50% Agility 5 Strength 5
Strong Punch	+3 Damage	3	-	Unarmed 50% Agility 6
Below-the-Belt Punch ¹	+10% Critical Chance	3	3	Unarmed 75% Agility 6
Below-the-Belt Kick	+10% Critical Chance	4	3	Unarmed 75% Agility 6 Strength 5
Feint (Punch)	Opponent makes PE roll or else attacker makes a +10% Unarmed with +3 Damage	4	3	Unarmed 75% Agility 7
Grab	Attack opponent, if successful, opponent must make a ST roll vs. your ST every round. Both of you hit each other automatically and cannot engage other opponents.	4	6	Unarmed 75% Agility 6 Strength 6
Jab	+3 Damage +5% Armor Class	3	6	Unarmed 75% Agility 6 Strength 5
Block	Punch damage equals the temporary DT vs. melee and physical HTH attacks until blocker's next sequence.	5	6	Unarmed 75% Agility 6
Trip	Opponent must make AG roll or suffer Knockdown.	4	6	Unarmed 75% Agility 6
Improved Punch	+5 Damage +5% Critical Chance	3	6	Unarmed 75% Agility 6
Hammer Punch	+7 Damage +5% Critical Chance -5% Armor Class	3	6	Unarmed 75% Agility 6 Strength 6
Improved Kick	+7 Damage +5% Critical Chance	4	6	Unarmed 75% Agility 6
Snap Kick	+7 Damage	3	6	Unarmed 75% Agility 7
Stranglehold	Attack opponent, if successful, opponent must make a ST roll vs. your ST every round. You automatically hit and do an additional +5 damage every round with a +5% Critical Chance.	5	9	Unarmed 75% Agility 6 Strength 6
Dodge	+25% Armor Class until your next sequence.	4	9	Unarmed 75% Agility 6

¹ Also Low Blow, Vital Kick, Vital Punch, Groin Punch, Groin Kick, or Sucker Punch and Kidney Punch for low Karma characters.

Throw	Opponent must make AG roll or suffer Knockback (Attacker's ST - Defender's AG in hexes).	4	9	Unarmed 100% Agility 6
Power Kick or Circle Kick	+9 Damage +5% Critical Chance Knockdown (Attacker's ST - Defender's AG).	4	9	Unarmed 80% Agility 6 Strength 6
Haymaker or Roundhouse	+7 Damage +15% Critical Chance Knockdown (Attacker's ST - Defender's AG).	3	9	Unarmed 100% Agility 7 Strength 5 Level 9
Improved Dodge	+30% Armor Class until your next sequence.	4	9	Unarmed 100% Agility 7
Improved Throw	Opponent must make AG roll or suffer Knockback (Attacker's [ST+2] - Defender's AG in hexes).	4	9	Unarmed 100% Agility 7

Note: It is possible that the Hanged Man also has the Mysterious Directive perk, 5712, but this might be pushing coincidences a bit much.

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BAND OF HANGDOGS, TRIBAL SLAVERS

ST 5 AVR
PE 6 GOOD
EN 6 GOOD
CH 4 FAIR
IN 4 FAIR
AG 5 AVR
LK 4 FAIR

Hit Points: $[15+2*EN+ST] + [EN/2, \text{round down} + 3]*LVL = 32$ Average
AC: 6%
AP: $[AG/2, \text{round down} + 5]$ 7
Melee Damage: $[ST-5 \text{ or } 1]$ 1
Damage Resistance: 0
Sequence: $[PE*2]$ 12
Critical Chance: $[LK]$ 4%

Note: Might need to adjust the hit point levels for non-heroic NPCs. Maybe $10 + ST + EN, + EN/level?$ (This would give an average hit point value of $21 + 6/level$, which might be more reasonable.

Theme Music: None.

Karma: Hangdogs are generally not very nice fellows, since they traffic in human lives in order to make a profit (and out of fear of Caesar).

These guys may be transporting sleep poison, standard poison, arrows, liquor, or any other trade goods the Fort might need.

Armor Types:

Armor Name	Normal	Laser	Fire	Plasma	Electric	Explosion
Dog-Hide Robes	10/0	15/0	10/0	0/0	10/0	0/0
Double-Weave/Brahmin Robes	20/0	25/0	10/0	10/0	40/0	20/0
Leather Vest (Chest)	20/0	20/0	10/0	10/0	30/0	20/0
Leather Jacket	20/0	20/0	10/0	10/0	30/0	20/0
Combat Leather Jacket	25/2	20/0	25/0	10/0	30/0	20/0
Leather Armor, Mark 1	25/3	20/1	25/1	10/1	40/1	25/1
55 Shield	0/2	0/2	0/2	0/0	0/0	0/0
Football Helmet (Head)	20/1	15/0	10/0	0/0	30/0	0/0
Leather Aviator Cap	10/0	15/0	10/0	0/0	30/0	0/0

Weapons:

Hunting Rifle: Single Shot (5 AP, 1-12+8), Range: 40. Loaded with 3 .223 Hollow Point FMJ bullets.

Pipe Rifle: Single Shot (5 AP, 5-12), Range: 20, uses 10mm ammo, +5% Failure Chance.

Zip Gun: Single Shot (4 AP, 5-12), Range: 15, uses 10mm ammo, +5% Failure Chance.

Blowguns: Single Shot (4 AP, 1-3), Range: 10, uses blowdarts, *must do damage* to a target for poison or tranquilizer to work. Hangdogs will try to go for unprotected portions of the human skin. The blowguns are typically worn on the necks on sinew cords.

Poison: 2 (Does 2-12 points of poison damage after 5 Minutes, must make an EN roll or become Nauseous, then 2-12 more points an hour later, followed by another EN roll at +2 if made the first one. This poison doesn't kill, just make the person woozy and easier to capture.)

Tranquilizer: 2 (This is a derivative of the Healing Powder used by tribals. It does 2-12 points of physical subdual damage after 5 Minutes, must make an EN roll or become fatigued. Then 2-12 more points an hour later, followed by another EN roll at +2 if made the first one.)

Crossbows: (5 AP), Range 20

Ammo Types	Damage	Hunting Crossbow	Poisoned?
Standard	1-6+4	+2	Either Poison or Sleep
Sharpened	1-8+4	+2	Either Poison or Sleep
Piercing	2-12+4	+2	Either Poison or Sleep

Normal Bows: (5 AP) Range 15

Hunting Bows: (5 AP) Range 20

Ammo Types	Damage	Poisoned?
Standard	1-6	Either Poison or Sleep
Sharpened	1-8	Either Poison or Sleep
Piercing	2-12	Either Poison or Sleep

Sledgehammer: (4 AP, 4-9 Damage), Range: 2, Does Knockback

Brass Knuckles: (3 AP, +2-5 Unarmed Damage)

Spiked Knuckles: (3 AP, +3-10 Unarmed Damage)

Hatchet: (4 AP, 1-6, Throw does 1-8) Range: 2/8, Can be thrown for 6 AP.

Spear: (4 AP, 3-10, Throw does 3-12) Range: 2/8, Can be thrown for 6 AP.

Throwing Spear: (4 AP, 3-10 [1-8+2], Throw does 3-12 [1-10+2]) Range: 2/10. Can be thrown for 5 AP instead of 6.

Sharpened Spear: (4 AP, 5-12 [1-8+4], Throw does 5-14 [1-10+4]) Range: 2/8, Can be thrown for 6 AP.

Huge Sharpened or Piercing Spear: (4 AP, 7-14 [1-8+6], Throw does 7-16 [1-10+6]) Range: 2/6, Can be thrown for 6 AP.

Throwing Knife: (3 AP, 3-6), Range: 15, otherwise can be held in the hand and used as a stabbing weapon. Technically, it takes 4 AP to throw this bitch.

Snare or Grapple Chain (5 AP, Melee Attack, does 3-8 damage, but roll a D10 - that's the strength of the "attack" 1-10 and person must make an AG roll vs. that ST or be entangled)

Knife: Stab (3 AP, 1-6)

Hunting Knife: Stab (3 AP, 3-10+2).

Combat Knife: Stab (3 AP, 3-10+2).

Traits: None. Technically, all Hangdogs have the **Primitive** trait, since they started out as basic tribals. Still, they have decent firearm skills as a result of exposure to Caesar's band.

Perks: Listed individually later on (see end of doc). Most Hangdogs don't have any Perks whatsoever.

Skills: Outdoorsman 60%, Melee 75%, Unarmed 75%, Throwing 65%, Archery 75%, Sneak 35%, Small Guns or Rifles 50-60% (although most of them know enough to take aim), and one of the following above average: Barter, First Aid, Steal, or Gambling (or +20% to another skill). All science and "fix-it" skills are so abysmal as to not even register on the scale.

Equipment: They each have about 20 arrows, a skinning knife, several leashes for the dogs and potential slaves (plus one has a bone whistle), 3-5 dog skins, 1 brahmin skins, some dried corn in dog-hide, 3 wrapped buds of bitterroot (knots/sprigs - either long and angular like a carrot, or round like a turnip), small gambling dice/sticks (the gambling sticks are similar to those thrown to a dog), several sinew bowstrings, fishing lines, dog food, extra blankets for each, some hootch (if they were out to discredit the Twin Mothers, then they could use their moccasins), special pawpads over their feet ("hock boots" - made from brahmin or dog hind legs furs, since they'd have a natural bend in them). They may have brought two hunting dogs for trade, too, who knows. The Hangdogs were bringing special traps and snares to the Fort to trade to the raiders there - nets, and blankets for capturing more slaves. They might also need a **brand** for the slaves to mark them as soon as they were transferred (or else someone would carve a "V" along the back of the slave's back).

Note: Hangdogs keep boots on their backs so they can slip them on and wear them to confuse the nature of their tracks.

CUT-NOSE, HANGDOGS ALPHA MALE [WARRIOR: 6]

Cut-Nose is wearing the Hangdog equivalent of Leather Armor and Combat Jacket, and he has a hunting rifle with full shells, hatchet at his side (which he can throw, or use as a club), a length of chain, a combat knife, and an old football helmet or scarf wrapped around his head? Maybe some **dog collars** and NCR dog tags. His dog is a monster, Kills-Near-the-Camp, and he'll send it after the players to bring them down. Cut-Nose has a low Charisma and a good Barter.

Cut-Nose is the leader of the Hangdogs posse arriving at Fort Abandon. He is angry for the journey has not gone well (he lost his dog?), and he suspects that the Fort-Dwellers will either not have the slaves they promised, or else they will try to cheat the Hangdogs. Once he sees the Fort attacked, he will know the slaves are lost, and unless the players put up a strong front (i.e., are a super mutant or have a shitload of Power Armor and weapons), he's going to attack first and not even bother to ask questions.

Note that once he sees the Fort wrecked, he'll send a scout to check it out (Billy Brahminlegs), then report back. Once he sees people snooping around, he'll see about setting a trap for them.

Description: A long, hippy-looking fellow with a red cloth band, heavy leather jacket, leather brahmin and dog leggings, and beads and shit woven into jacket and clothes. His nose is almost nothing but scar tissue and he has black eyes.

Armor: Leather Leggings and a Combat Leather Jacket similar to Long Mouth.

Equipment: Hunting Rifle (fully loaded), plus 3 more shells, has a combat chain with a hook, a combat knife, Hatchet, a makeshift **bear trap**, and a sweatband around his head and wears a leather studded collar.

Stats: (Perk: Mule Back), ST 6, CH 3

Hit Points: 51 (21 + 36)

He has **Excellent Vision**, which means he may notice what's going on at the fort if the players are raising a lot of Cain over there.

He has a low Charisma, and a decent Barter skill, but it won't matter much.

Possible Dialogue Confrontation: Cut-Nose accuses Hanged Man of burning his own fort so he wouldn't have to pay the Hangdogs.

(Hangdogs) 04: Mine: Culture where it's like a blood feud between tribes if a PC kills one of them. (Cut-Nose's family is HUGE).

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MULE BACK: 3

Description: A man with half of the top of his head shaved, and stubble on the other half. He has a large pack on his back, containing some of the trade goods that they were going to share with the Fort. (Dogskins, food, trade supplies, maybe traps? Or explosives? Or likker? Or maybe DOG POISON.) They have manacles, chains, ropes. Etc. for securing the prisoners and making sure they follow them back to the camp.

Armor: Combat Leather Jacket

Equipment: Sledgehammer, Pipe Rifle (loaded) with 3 extra shells, Hunting Knife, Dog Jerky (and Rat Carcasses), Rope and Grapple Hook (swings it like a chain). He is carrying a shitload of tribal liquor and dogskins on himself and his dog. One of his dogs has his short bow and 6 arrows on its back.

Stats: (Perk: Mule Back), ST 6

Hit Points: 51 (30)

LONG MOUTH: 3

Description: A tall, powerfully-built dusky man, his hair is normal length, but it is dark and kinked. He never smiles, and he rarely laughs.

Armor: He has a Combat Leather Jacket decorated with metal strips and beads identifying him as a member of the Hangdogs with anyone with some tribal knowledge. He also has a natural 10% DR from Toughness perk.

Equipment: Crossbow with Poison Bolts, Huge Sharpened Spear (might as well be a halberd or put to use stabbing wild boars), Throwing Axe, Hunting Knife, Dog Jerky (and Rat Carcasses), and Spiked Knuckles.

Stats: ST: 9 (Perk: Toughness)

Hit Points: 55 (35)

BABYHEAD: 1

Description: A thin, reedy-looking teenager, accompanying his brother, Long Mouth.

Equipment: Doghides, has a huge football helmet on his head that makes him look like he has the proportions of a baby. Carries a normal spear and a normal bow with 6 arrows.

Stats: ST 4, EN 5.

Hit Points: 29 (24)

TWO-SUNS: 3

Description: A long-distance runner. Average build and appearance, with shoulder-length sandy hair tied back in a band ("tail").

Equipment: No armor, Pipe rifle, with 3 shells, has three throwing spears (tightly tied together to prevent them from rattling and pissing him off during the journey). He has poison in a side pouch which he will put on the throwing spears if necessary.

Stats: EN 8 (**Bonus Perk:** +2 points of **Bonus Move** when he's not wearing armor.)

Hit Points: 58 (45) (Tough SOB)

BILLY BRAHMINLEGS:

5

Description: A gaunt, bow-legged-looking guy, looking like a leather spider in a bald leather cap. Most of his teeth are falling out. No one really wants to know how he got his name.

Armor: Leather Vest, Leather Motorcycle Cap

Equipment: Combat Knife, Pipe Rifle (loaded), with 5 extra shells, Small Bow with 6 Piercing Arrows tipped with poison. All of these are wrapped in dog hide to prevent them from rattling.

Stats: AG 7, PE 6

Skills: Sneak 63%, Steal 43%

Hit Points: 37

UNCLE FIVE-FIVE: 4

Description: Kind of paunchy, a little on the old side. It was hoped that Uncle could "smooth" over Cut-Nose if things got violent with the traders, but there's not much chance of that.

Armor: Thick Doghide Armor (he gets cold easy, and he prefers it to walking leathers), 55 Shield (like the Yield Shield)

Equipment: Pipe Rifle (loaded), 10mm Pistol (loaded with 3 shells), 2 shells in mouth for loading the pipe rifle quickly, has two bags of Healing Powder, has a "strike-a-light" bag (tinderbox), two bags of arrow or bolt poison, and two bags of sleep powder for bolts.

Stats: AG 7, PE 6

Skills: Sneak 63%, Steal 43%

Hit Points: 33

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HANGDOG'S DOG STATISTICS

ST	4
PE	8
EN	6
CH	1
IN	1
AG	8
LK	4
HP	25
AC	8%
AP	8
Bonus AP	1
Bonus Move AP	2
Melee Dam	2-7
Poi Res	35%
Rad Res	14%
Dis Res	35%
Sequence	15
Heal Rate	2
Crit Chance	4%
Unarmed [Bite]	75%
Outdoors [Track]	65%
Sneak	25%
Traps [Detect]	25%
XP	75

Note: Hangdogs' dogs are not only kept around for feasts, but they are trained almost since birth to track down slaves and enemies, so their "Outdoorsman" is better than the average dog. They know that if they can find their prey it means more Scooby snacks for them.

The following Hangdogs have their dogs with them:

Cut-Nose	2 Dogs
Billy Brahminlegs	1 Dog
Babyhead	No Dog
Long Mouth	1 Dog (tough)
Two-Suns	1 Dog
Muleback	2 Dogs

Note that most of these dogs have a travois on them, and they'll need to be detached in order for the guys to get their gear on and get ready for combat.

The two dogs that Muleback has may have been intended for trade to the Fort Dwellers, either for food or as hunting dogs.

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